

Canberra
Amiga
Users
Society
Inc



beCAUS

April 1992



Aims of the Society

Canberra Amiga Users Society Incorporated (CAUS) is an independent group (currently with about 250 members) formed for the benefit of people who own, use or are interested in the Commodore Amiga computer.

Benefits

Benefits include a bi-monthly newsletter, monthly meetings, discounts (see over page), bulletin board, Public Domain library, special interest groups and the opportunity to meet and exchange ideas with other users.

Subscriptions

Membership of the Society is available for an annual fee of \$20. This fee may be paid, with a filled-in application form, either to the Membership Secretary at any of the monthly meetings or by mail to the Membership Secretary, PO Box 596, Canberra 2601.

Meetings

Meetings are held at 8 pm on the second Thursday of each month in either the Chifley Room or the auditorium at the Canberra Workers' Club in Childers St, Civic. The dates for the next few meetings are 9 April, 14 May and 11 June.

The Beginners' Group runs from 7-8 pm prior to each meeting.

Details of upcoming meetings and main topics will be advertised in the Canberra Times "Fridge Door" the week of the meeting.

Bulletin board

The CAUS bulletin board is online 24 hours and is maintained by our Sysop Peter McNeil and his team. To be a member of the bulletin board, you need to pay \$5.00 additional yearly subscription.

The telephone number of the bulletin board is 2551469 and of the Sysop 2545545 (h).

Newsletter Contributions

BECAUS is produced bi-monthly. Contributions to the newsletter can be submitted to the Editor via the newsletter area of the bulletin board, at the monthly meetings or to The Editor, PO Box 596, Canberra 2601.

Articles, reviews, comments and graphics are always welcome. Where possible, please provide them in Amiga readable format ie a disk file in ASCII, Wordperfect, Scribble!, Prowrite, Excellence or Amiga graphic format. The deadline for contributions to the newsletter is the 15th of the month preceding production. All contributions should be accompanied by the author's name and contact details. We reserve the right to refuse, disclaim, and/or edit contributions.

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Advertising

	First Run	Rerun
Full page	\$30	\$20
Half page	\$25	\$15
Quarter page	\$20	\$10

Copy is to be provided to the Editor either in Amiga graphic file format or as appropriately sized printed copy. First Run prices are applicable if the Editor has to format the advertisement.

Production

The Editor for the newsletter was David Wilson. The copy was formatted by the DTP SIG using Professional Page v2.1 and Professional Draw v2. Final copy was printed on a Postscript laser printer by Desktop Utilities.

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CAUS Committee (1991)

Director	Jeff Wilson
Vice Director	Simon Tow 2888362 (h) 6-8pm
Secretary	Tony Hayman 2961894 (h)
Membership Secretary	Berenice Jacobs 2552284 (h) 4-8pm
Treasurer	Terry Sullivan 2548950 (h)
Committee	Chris Townley 2545922 (h) 6-8pm
	David Jacobs 2552284 (h) 5-7pm
	Loy Winkler 2486545 (h) 4-10pm
	Andrew Boundy 2916971 (h) 7-10pm
	Gordon Owtrim 2972692 (h) 6-8pm
	Mark Trenergy 2861358 (h) 7-10pm

Special Interest Groups

Each of the following members is coordinating a Special Interest Group (SIG) in the listed topic. If you are interested in joining one of these groups and getting more out of your Amiga, either contact them direct or indicate your interest at the next monthly meeting:

Loy Winkler	2486545	Genealogy
David Wilson	2918324	Desktop Publishing
Rob Vander Meer	2417113	Video
Christopher Cole	2478590	Hardware
Bernie Wiemers Jr.	2489837	AMOS
Mathew Taylor	2515343	Music & Graphics
Andrew Boundy	2916971	CanDo

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This Month's Cover

Io with Jupiter in the background (see p4 for details).

Images from NASA's Jet Propulsion Laboratory

All these images were resized to fit the resolution and aspect ratio of the Amiga. They were then converted to monochrome IFF format and downloaded to the Amiga. The Perfect Vision software was then used to convert the red, green, and blue images to a HAM color image.

All of these images, unless specified otherwise, are from the Voyager spacecraft..

The images are courtesy of Gordon Owtram.

IO (cover graphic)

This is a picture of Io, a moon of Jupiter, with Jupiter in the background. The original image size was 800X800, as all Voyager images are, but the color image used as a source was 512X512. A 320X200 section was then extracted to download.

JUPITER

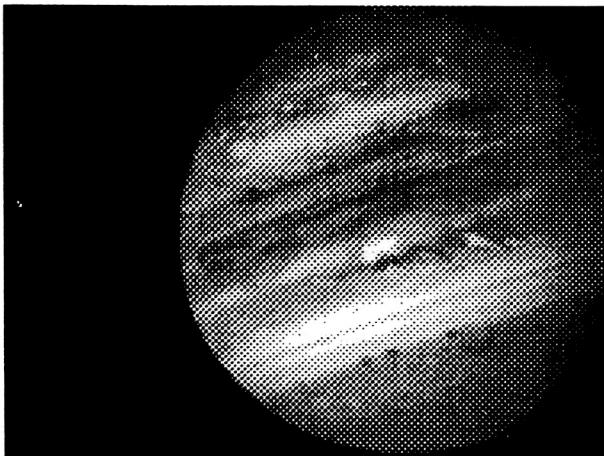
Full-planet view of Jupiter

MERCURY

Mercury taken by Mariner 10

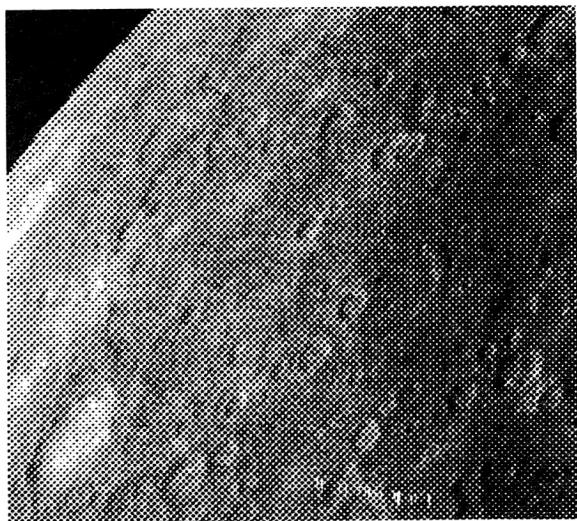
SATURN

Full-planet color view of Saturn



April 1992

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EASY ICON-MAKING

by Leigh Murray

INTRODUCTION

In the process of setting up my new hard disk, I endured (and enjoyed) a prolonged bout of IconMania, during which I created oodles of icons to represent various drawers and programs on the new disk. And then, when I thought it was all over and I'd run out of icons to create, I discovered/invented a need for smarter icons for floppies. So the fun continues.

As a relative beginner with the Amiga, I've found this an excellent learning exercise. It's given me a better understanding of Amiga file structures, lots of practice in using a directory utility, and a great opportunity to gain more experience in the basic use of a Paint program (setting a palette, drawing and erasing, using clip art, using the magnify function, and using brushes to cut, paste and resize). I've also learnt some design principles, by seeing what looks OK and what looks peculiar.

I started out with simple tasks, such as replacing Trashcan and drawer icons with better ones, advanced to making minor mods to existing PD icons, and then went on to designing icons myself once I'd gained confidence and knowledge (replacing Project icons can be a bit tricky if you don't understand default tools and paths).

DEFINITIONS

Icons and their filenames

An icon is simply a special type of file, a '.info file'. It is called this because the icon file has the same name as the item (disk, drawer etc) it represents except that the name has '.info' appended to the end. With one exception (for Disk icons), the icon filename will be exactly the name printed below the icon, with .info added to the end. For instance, the icon representing the System drawer on the Workbench disk has the filename of System.info, and

that representing the Trashcan is called Trashcan.info. Wherever capital letters appear in the .info filename, those capitals will be used in the name under the icon, regardless of whether capitals are used in the file or directory represented by the icon.

A disk icon always has the filename Disk.info, regardless of what the disk is called, and it is always located in the root directory of the disk. (But when disks are formatted, a Disk.info file is not created; the system uses the default disk icon for such a disk.)

Types of icons

There are 5 types of icons: Disk, Drawer (directory), Trashcan, Project (data) and Tool (program). (I've also seen a reference - somewhere - to a sixth icon-type, Device.) Each icon consists of a picture representing something such as a disk or drawer or program, and attributes which tell the system what type of icon it is, where to position it on the screen (and whether that position is floating or fixed), and what action to take when the icon is double-clicked.

For a Disk, Drawer or Trashcan icon, the action taken is to open a window of a particular size, placement and border colour. When a Project or Tool icon is activated, the system starts up the program specified (such as a Paint program or word processor). For a Project icon the system also passes the name of the data file represented by that icon (such as a picture or a letter) to the program so it can (if it is set up to do so) load the data file ready to be worked on.

Fixed and floating icons

A fixed icon will always appear in the same position on the screen or within its window. An icon may be made fixed by dragging it into an open window, by using the Snapshot command from the Workbench menu if you have moved the icon within the window, or by setting its posi-

tion parameters with a program that permits editing of icon details, such as IE. A floating icon will appear wherever there is a convenient space on the screen or in its window. An icon can be made floating by dragging the icon to a drawer whose window isn't open, or with the program IE. In Workbench 2, the use of the UnSnapshot command will achieve this also.

Most disk icons are floating; they appear in the first available suitably-sized space on the right-hand side of the Workbench screen. Program and drawer icons, on the other hand, are often fixed so that they always appear in the same relative spot within the window, making them easier to find.

Methods of highlighting selected icons

There are 3 methods of highlighting an icon once it is selected: inverse video (or complement), backfilled, and alternate image.

An alternate image icon consists of two quite separate pictures, one indicating the unselected form and one the selected.

With both complement and backfilled icons, only one picture is used but when the icon is selected the colours are reversed in pairs: colour 0 is swapped with colour 3, and colour 1 is swapped with colour 2. For example, when using standard workbench colours, blue is swapped with orange, and black with white. A backfilled icon is different to a complement icon only in that any background colour (ie, blue) not enclosed by a border remains unchanged on selection (and, in fact, you must click elsewhere than on such unenclosed background colour to select a backfilled icon).

Examples showing the different highlighting methods include the Trashcan icon (alternate image) and, in the System drawer of the Workbench disk, the SetMap icon (complement) and the DiskCopy icon (backfilled).



RESOURCE LIST

Many of the public domain disks referred to in this section can be obtained from the CAUS PD librarians. All three of the librarians (their phone numbers are usually listed in each issue of this newsletter) can supply the CAUS and Fish disks, and Berenice Jacobs also has many other PD collections.

Megadisc is also an excellent source of PD disks (phone their toll-free number 008 22 7418 for orders) at \$3.50 per disk (or \$2.50 for Megadisc subscribers); they can supply all the non-CAUS disks described here, via a very prompt mail order service. Back issues of Megadiscs are also available.

Articles

I found Robert Lang's article on icon-making, on Megadisc's TOPIK 29 disk, very helpful, particularly in explaining colour usage. Any budding icon-maker

should get this disk, which also has many interesting icons. Other useful Megadisc articles include "Editing Icons" on MD16 (about default tools), and Tim Strachan's notes on .info files and copying icons in the Hints section of the Articles drawer on MD26.

Documentation

The Amiga manual has documentation on icons, and it's worth reading this section. And the documentation that comes with icon programs such as IE helped me to understand icons better.

Icon Programs

IconEd and IconMerge are supplied with Workbench 1.3; they aren't very powerful so I use one of the many better PD programs instead. IconEdit is the Workbench 2 equivalent, and this should be more useful.

Fish 377 has IE, a complete icon-manipulation program, the one I use (see below). A new version (3.0) has just been released and a demo of this version will be obtainable from CAUS (but note that this version requires 1MB memory, whereas version 2.0 should run on a 512K Amiga).

Other programs available include Icon-Master on TBAG 32 and the programs supplied on TOPIK 29 (IconMerge, Icon-Image and ZapIcon, which carry out the separate icon-manipulation functions indicated by their names). And still more icon programs lurk in the Megadisc PD collection (refer to their catalogue disks).

Clip Icons

Besides the huge number of excellent icons on TOPIK 29, many other PD disks contain icon collections. Some of the ones I like best include those on Fish 124 - great icons of scenes and animals, Fish 71 - terrific music icons, Fish 190 - a good miscellaneous collection, and Fish 151 - some excellent icons including a wow of a Trashcan icon, and clever use of an icon to put a message in a window. Other Fish disks containing icon collections include Fish 67, 82, 137, 350, 533 and 546. And Fish 213 has nearly 300 icons, all 8-colour; some of these icons I like, but many seem fairly unexciting to me (because their alternate images aren't much different) - and I found it a bit of a nuisance to have to unpack them before I could look at them; I believe Megadisc's GR 78 has the same icons unpacked.

After my big burst of icon-making, I noticed that the clip art that comes on GR 41 from Megadisc would be of a very suitable size for (largish) icons, and could be used with little effort to create icons.

Directory Utilities

These little beasties are invaluable aids if you are going to do much work with icons (or with anything else, for that matter). Two of the best are Directory Opus (a

demo version of this is available on CAUS Beginner's Disk 2 or Megadisc's UT 238) and SID (on Fish 338). Directory Opus is more suitable for beginners than SID as it easier to install.

Starter Kit

For a powerful icon starter kit, just get 3 disks from CAUS or Megadisc: TOPIK 29 (for Robert Lang's article and oodles of good icons), CAUS Beginner's Disk 3 or Fish 377 (for IE version 2.0), and CAUS Beginner's Disk 2 or Megadisc's UT 238 (for Directory Opus). Or, for a one-disk kit, get the IconStarter disk I've just made for CAUS. It contains a copy of this article, IE (both version 2.0 and the demo of version 3.0), Directory Opus Demo, many of the icons I've made myself, and some of the icons from Fish 71, 124, 151, 190 and 213. This disk should be obtainable from any of the CAUS PD librarians.

MY METHOD OF CONSTRUCTING ICONS USING PAINT AND IE

I use the normal 4-colour Workbench (release 1.3.2) except that long ago I replaced the orange with a green (which happens to work particularly well for scenic icons containing trees, grass etc.). I use a Paint program for the initial design work of the icon picture (mine is DeluxePhotoLab), and IE for everything else. With IE you can edit very large icons in 4 or 8 colours, use the preview function to see what the finished icon will look like, load existing icons for modification or read in IFF files produced by paint packages and merge them, and set all the icon-type information easily. IE also has a basic drawing facility, although for anything involving much drawing, or cutting and pasting of bits and pieces, a paint package would be better. Overall, IE is very easy to use, reliable, and quite suitable for a beginner.

USE OF A PAINT PROGRAM FOR INITIAL DESIGN

To draw an icon from scratch, I start out with a HiRes Non-Interlaced (640 by 256) (Med-Res in DeluxePaint terms) 2 bit-plane (ie, 4 colours) screen in Paint. I set the palette

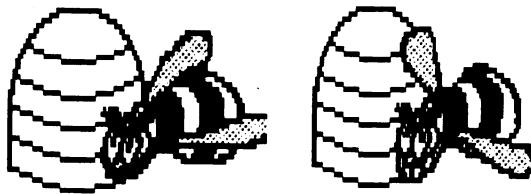
colour 0 to Workbench Blue (Red 0, Green 5, Blue 10),

colour 1 to Black (0, 0, 0),

colour 2 to White (15, 15, 15) and

colour 3 to Green (0, 14, 5).

(For standard Workbench colours, set colour 3 to Orange (15, 8, 0) instead of Green.) I have a saved Paint screen set up so that I can just click on its icon to load Paint with the selected resolution and Workbench colours.



So to start the creation of an icon, I use Paint to draw, erase, cut and paste (ad nauseum), usually working on both 'sides' (ie, non-selected and selected forms of the icon) on the one screen. (In his article on TOPIK 29, Robert Lang describes a good method for doing these on alternate screens, but I'm happier mucking about with multiple versions of both forms side by side on the one screen.)

When I'm ready for a trial run of the icon, I use SAVE_FROM (use SAVE_BRUSH from DPaint) to save the two 'sides' as small IFF files slightly bigger than the size of the finished icon; I don't need to fuss about getting the alignment exactly spot on as it's easy to realign exactly in IE.

USE OF IE

I then swap to IE, use the ReadIFF command to read in each side of an alternate

image icon (or the only 'side' for complement or backfilled icons), and do the final tattering up and alignment with the help of the Preview command (this shows how the finished icon will look, swapping between non-selected and selected images). For most alternate image icons, exact alignment of the two sides is important in producing the best visual effects, although apparent movement can sometimes be interesting.

After setting all the icon details (icon type, size and placement of any window opened when that icon is double-clicked, any default tools etc), I usually save several (or many!) test versions into a single drawer, and decide on the final icon after considerable viewing and stewing.

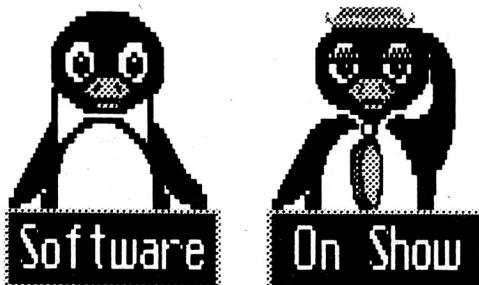
Note that for 'viewing and stewing' purposes, an icon can be saved simply as a .info file with any prefix name you choose (eg, Test01.info); it doesn't need to be associated with the main file it represents (ie, given the same name plus .info) until you actually want to use it as an icon.

However, if you use this test-display method, you won't, for instance, be able to open the window associated with a drawer icon (Workbench will complain bitterly if you try to double-click on a bachelor icon not yet married to its partner file, by flashing orange angrily at you), although you can view its selected form by the careful application of the cautious single-click on that icon. This will achieve the same effect as the Preview function of IE, but has the advantage of letting you look at multiple test-versions of the same icon side by side.

For testing Disk icons, I set the icontype initially to something other than Disk, usually Drawer, so I can view the icon - with icontype Disk an icon can't be displayed unless it is in the root directory of a disk. (I choose icontype Drawer for the test versions of Disk icons because this allows me to specify the attributes of the window which will be opened when the icon is

eventually used as a disk icon; then when I'm ready to save the final icon to the disk, I just change the icon type to Disk, the Default Tool to SYS:System/DiskCopy, and save.)

If I want to fidget extensively with an existing icon, I load it first into IE, save each side I want to work on as an IFF file via the WriteIFF command, and then load these files into my Paint program. But for a few simple adjustments to an existing icon, IE is all that's needed.



The Iconify function of IE is very useful for nipping in and out of IE, leaving the current under-construction icon available within IE when next I activate it (by clicking on its iconified title-bar with left then right mouse-buttons).

ICONMASTER

I've recently looked at IconMaster (on TBAG 32); so far I prefer IE for most tasks, but IconMaster has a nice fill feature that includes the capability to fill with patterns (to give shaded effects), and it has a neat Frame facility for delineating all borders of an icon (IE doesn't have this). It also has more paint tools than IE (handy for a quick, simple change), and a useful feature for those like me who use non-standard Workbench colours to check how an icon will look in standard colours.

On the downside, IconMaster doesn't seem to have the power of IE in editing icon attributes, its magnified pixels are much smaller than those of IE (or Paint packages) so it's not so easy on the eyes,

and its file requestor is neither as simple in appearance as IE's nor as intelligent. It doesn't iconify either, a minor nuisance. And I've found IconMaster a bit unreliable too, inclined to enjoy itself with a prolonged ponder (while I twiddle my thumbs) after loading an icon with a very long pathname; it also indulges in the odd guru.

REPLACING ICONS

It's important always to have current backups of any disks on which you are updating files. So, backup first, before replacing any icons. I also keep a copy of each different original icon in a drawer called Originals, so I can very easily check all the original icon details or copy back the icon if I get into trouble. To replace an icon, either copy the .info file using the CLI or a directory utility such as Directory Opus or SID, or load the new icon into a program such as IE or IconMaster and use the SAVE_AS command to replace the old icon.

To be sure of getting all the icon details right (icontype, window size and placement, default tools, pathnames etc), I first load the current icon into IE, use the Edit Details command, and note down the details. Then I load in the new icon, change the details to match, and save it to replace the old one by using the SAVE_AS command. As mentioned already, a Disk.info file isn't provided when a disk is formatted; to create one simply copy the new disk icon to the root directory of the disk, and rename it Disk.info (or disk.info - the system isn't fussy, and this name appears only in the directory).

If you wish to replace any Project icons, then make sure you update any of the details from the old icon to match exactly (change the details via Info from the Workbench menu, or load the icon into IE and Edit Details). If pathnames for any default tools are not correctly specified, then you will get Error 205 when the system can't find the default tool.

An important point to note is that any icon must only be replaced by another with the same icontype (eg, a drawer icon must be replaced only by an icon with icontype Drawer). But the system doesn't care two hoots about what the picture used in an icon looks like. So you could, for instance, use a picture of a disk to represent a drawer, as long as you ensure the icontype is specified correctly as Drawer. When an icon is replaced, the new icon won't be visible until you force the system to read that new icon. For a new floppy disk icon, remove and replace the disk; with a new disk icon for a hard disk you'll have to reboot. And for anything else just close the window containing the replaced icon and then reopen it. If the new icon isn't visible, either scroll around the window until you find it, or do a Cleanup on that window; for this, the window's parent

icon must be selected (as it will be if you do the Cleanup as soon as you open the window).

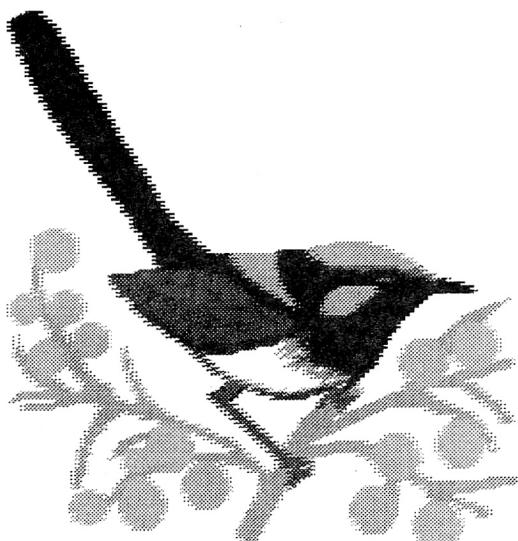
CONCLUSION

I've had great fun and learnt a lot in creating these icons. The part I like best is thinking up ideas of what can be used to represent something with such a small picture, but it's fun creating them too. And I enjoy using the finished products - they are much more interesting to look at than a pile of stock-standard drawer or disk icons, and it's easier to find the required drawer or disk quickly.

Why not try modifying or creating icons yourself? It's a very enjoyable way to learn more about the Amiga.

WREN PICTURE

I drew this initially in HAM Non-Interlaced format using DeluxePhotoLab Paint, and converted it with PhotoLab's Colors to Lo-Res. For printing in the newsletter, I converted it again with Colors, this time to black and white Hi-Res Interlaced, and then tweaked it a bit.



Desktop Publishing News & Views by Frank Keighley

Some Features in Contact 2.0

Contact is a free-form memory-resident database/ contact manager for personal, business and professional use. Some of the features now included are:

- Accented characters supported
- "Address book" ARexx script
- ARexx port, scripts, and menu command to launch scripts
- ARexx information and guidelines, examples, listings of scripts
- Attach text files to records
- Australian made
- Automatically dial phone numbers
- Autosave, autosort
- Boolean selection functions
- Clipboard support
- Command line: extensive options for launching Contact
- Configurable modem device
- Configuration file to save Contact settings
- Control via keyboard or mouse
- Duplicate record facility
- Edit Notes facility to attach notes to records
- Export & merge data between databases
- Import data via clipboard or merge functions
- Instant access to names & addresses!
- Keysearch facility: press B to jump to B in list etc
- Labels in up to four columns
- Launch ARexx programs from menu
- Load/save data files
- Mailing labels - up to four columns - at touch of a button
- Manual of over 70 pages, with full index, glossary
- Memory resident
- Modem support includes mountlist devices other than SER:

- Multi-column labels supported
- Multi-port serial board support
- Operations can be applied to selection
- "Phonebook" ARexx script
- Pop up with hotkey
- PostScript printer support
- Print selection option
- Selection facility and ability to apply functions to selected records
- Sort/subsort on any part of each entry
- Superbase data import ARexx script
- Supports Clipboard & ARexx
- Share data with current application
- Supports non-printing comments
- Supports multiple databases
- Tone or pulse dial lines supported
- ToolTypes: extensive options for launching Contact
- Tutorial "quick start" provided in manual

Some of the New Features: Professional Page 3.0

- Adobe Type 1 font support
- ARexx support with over 300 functions
- Auto-tiling for printing large documents
- Compugraphic fonts: Caslon, CG Omega, Garth Graphic, Shannon Book, Uncial added
- Function Genies: over 25 time saver Genies like Automatic Table Creation
- Irregular text wrap around graphics
- New colour separation algorithms
- Page Genies: 8 different styles of automatic page generation
- ProDraw 3.0 hotlink for future Pro-Draw release (est. July 1992)
- Text import filters added for ProWrite, Quickwrite, Excellence etc
- Type sizes in .125 point increments
- Undo button for correcting mistakes

Desktop Utilities

PO Box 3053, Manuka ACT 2603
Phone: Canberra (06) 239 6658
BBS: 239 6659 Fax: 239 6619

*Amiga
graphics
output
to film*

*Slides or
prints via
digital film
recorder*

*2000 line
resolution*

*IFF
Digiview*

*GIF
TIFF
PCX
BMP
JPEG*

*MacPaint
.etc*



Version 2.0
now out!

Contact 2.0

Personal database manager can do all this & more:

Store names, addresses, phone numbers,
inventories, & more
Include non-printing comments
Find, select, sort records
Print labels in up to four columns
Dial the phone
Send entry to current WP or DTP doc
Call ARexx scripts
Give you instant hotkey access

AMIGA BUREAU SERVICES

SOFTWARE DISTRIBUTION

SCANNING SERVICE

LASER & COLOUR INKJET PRINTING
COLOUR SLIDES FROM COMPUTER GRAPHICS
FILE CONVERSION
BEGINNERS & DTP TRAINING

SHARP SCANNERS & COLOUR INKJET

Object-based programming from
Inovatronics: point and click



Our tech support registration
includes one year's
membership of the DTU
CDUG. Newsletters
and other privileges.

Version 1.6
now here!

DIGIVIEW and COLOUR VIDEO CAMERAS

by Bruce Cruikshank (the story)
and Charlie Syms (the design)

Having bought a video camera (a JVC GR-A1 VideoMovie) to take the usual shots of kids, cats, dogs, horses, etc, it was not long before I looked at the possibility of using it with an Amiga video digitiser, preferably Digiview. Rob Reitsma, who has the same camera and who had started down the same path, told of 'herring bone' patterns superimposed on the digitised pics when using a colour video camera with Digiview. He also pointed me to two articles on digitising by Bob Down in the Art Gallery drawers of Megadiscs 8 and 9. Downs indicated that colour cameras could give good results with Digiview, but one would need a '75 ohm Rejection Filter notched at 4.43mHz' placed between the camera and Digiview to eliminate strong, closely-spaced, diagonal lines in the picture caused by interference from the colour sub-carrier signal. Pic 1 shows an example of the 'herring bone' pattern.

I tried everywhere, well almost everywhere (Tandy, several video stores and several TV repairers), to buy a filter but got only blank stares. Bob Down did give the address of a firm in Sydney who sell filters, presumably professional quality ones, but suggested that buying a black and white camera of the type recommended by NewTek (makers of Digiview) would be a better/cheaper(?) option at about \$500-600. Things were not looking good. Rob Reitsma came to the rescue again by remembering that a suitable rejection filter designed by Charlie Syms had been mentioned at one of the Video SIG meetings. I got a copy of the circuit

(see below) from Charlie and made it from components bought from Dick Smith. The 6 components were mounted on a small piece of matrix board and fixed inside an aluminium box for shielding. The cost was



Fig 1

about \$12 of which \$6 was for the aluminium box. You will also need a video cable to connect your camera to the filter and an RCA/RCA video cable to connect the filter to Digiview. The camera cable must be the type used to connect the camera to the VIDEO LINE IN on a video recorder for dubbing, not the RF/modulator type used to feed a TV set. The camera cable will depend on the camera (Part VC-V826E for the GR-A1) and a Nord VC-50 RCA/RCA cable can be bought from Fletcher's Foto-graphics for about \$5. You can use other

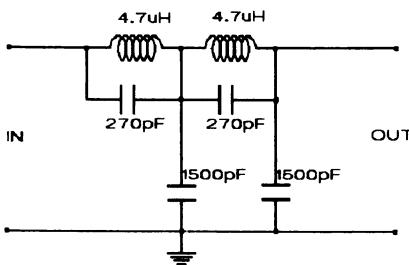


Fig 2

types of video connectors, for example BNC connectors, on the filter if you have these cable already but will need an RCA connector for Digiview.

Pic 2 shows the same scene as Pic 1 but with the filter in-line. Miraculously the 'herring bone' pattern has been eliminated and the pic is usable. Although the camera and photograph were not moved relative to each other when the filter was installed, loading both images into DPaint III and toggling from one to the other suggests that the filter causes a slight displacement (distortion?) of the image. The effect was not noticeable without the unfiltered image for comparison.

I originally tried out the camera and filter using the group's Digiview and, following the success of the filter, bought a Digiview 4.0 from Rob Wilkins of Carina Computers at a quite good price. Pics 1 and 2 were digitised at 640x256 pixel resolution in 16 greyshades and are of a family scene taken in 1915. This and many others will be stored in a genealogical database (that's another story). So far I have not seriously tried colour digitising (still trying to sort out the lighting) but results so far have made the exercise worthwhile.



Parts List (Dick Smith Catalogue Numbers)

- 2 x 4.7mH inductors (L-1767)
- 2 x 270pF ceramic capacitors (R-2295)
- 2 x 1500pF (0.0015k) polyester capacitors (R-2015)
- 2 x RCA sockets, panel screw mount (P-1430)
- 1 x Aluminium box (H-2305)
- plus hookup wire, nuts and bolts, spacers, and matrix board

CAUS Public Domain Collection

The PD programs in the collection vary from very impressive business, graphics and sound programs through to demonstrations of the Amiga's capabilities, games and utilities.

The following people are PD librarians:

Simon Tow	Fisher	2888362 (h)
Lawrence Coombs	Aranda	2515523 (h)
Berenice Jacobs	Scullin	2552284 (h)
Andrew Russo	Hackett	2472024 (h)
Bernie Wiemers (AMOS)		2489837

You have the choice of buying the disks or swapping them for some new acceptable NAME brand disk that you own. The copying fee for each disk (except for the FISH catalogue disk) is \$1 to cover the librarian's costs.

For those who want other than the Fish collection, Berenice Jacobs holds a large collection of alternate public domain. Contact Berenice for more details.

CANBERRA AMIGA USERS' SOCIETY INC

FINANCIAL STATEMENT - Year ending 29 February 1992.

INCOME		1991-92	1990-91
CAUS membership		3580.00	3298.50
CAUS membership + BBS		1635.00	1400.00
miscellaneous		38.65	45.00
bank interest		100.90	57.18
magazine advertising		175.00	265.00
Megadisc sales		852.05	783.35
blank disc sales		1520.00	0.00
CAUS discs		2.00	20.00
		<u>7903.60</u>	<u>5869.03</u>
<hr/>			
EXPENDITURE			
Admin.	stationery & consumables	180.45	255.65
	advertising	260.64	142.85
	insurance	336.00	0.00
	bank & govt. fees	6.31	62.48
	printing	154.92	245.00
	postal box rent	115.00	100.00
	refund	25.00	30.00
Treasurer	administration	56.01	62.05
	depreciation	70.00	
Magazine	production	924.00	762.00
	postage	814.99	469.88
BBS	Telecom	154.30	147.50
Library	public domain	268.70	}
	Megadisc	629.65	}
	blank discs	1642.00	
Hardware	Amiga 500	699.00	}
	transmitter	84.95	}
	FM microphone	99.95	}
Other expenditure 1990-91			1058.39
		<u>6521.87</u>	<u>5050.95</u>
<hr/>			
Excess of Income over Expenditure		1381.73	818.08

BALANCE SHEET as at 29 February 1992**Cash Assets**

stamps	3.60
cash in hand	5.00
bank balance	4477.17
	<hr/>
	4485.77

Non Cash Assets

discs (PD)	900.00
discs (SIG)	200.00
equipment	600.00
Amiga 500	699.00
PA system	298.00
access.	43.00
FM mike	100.00
transmitter	85.00
hardware	1581.00
software	859.00
miscellaneous	100.00
	<hr/>
	5465.00
	<hr/>
	9950.77

Liabilities

members pro rata	2265.00
unpresented chq.	12.00
	<hr/>
	2277.00
	<hr/>

NETT ASSETS

7673.77

TREASURER'S STATEMENT FOR FINANCIAL YEAR 1991-92

I have pleasure in presenting the Financial Statement of the Canberra Amiga Users' Society (Incorporated) covering the financial period 1.3.91 to 29.2.92.

I am pleased to report that the Society has ended the financial year with a surplus of \$1381.73. Our income was \$7903.60 and the expenditure was \$6521.87. At close of business 29.2.92, we had a bank balance of \$4465.17; with \$1562.65 still allocated, a depreciation fund of \$430 so leaving \$3312.52 as non-allocated funds. \$2265.00 is in reserve leaving \$887.65 as immediate credit funds.

The Society's assets at 29.2.92 amounted to \$4485.77 cash in hand and banked together with \$5465.00 of non-monetary assets, giving an overall asset valuation of \$9950.77. Our liabilities amounted to \$2265.00 members pro rata funds and \$12.00 in unpresented cheques. This leaves the Society with an asset value of \$7673.77.

(Because our Budget overruns the presentation of the Balance Sheet, it is not shown that the blank discs and Megadisc have in fact made a profit of \$238 and \$160 respectively. I hope to solve this anomaly in the review of the Society's constitution.)

We have managed to stay within our budget despite the rising costs of various elements of our ongoing expenditure, the biggest of which is the production and related costs of the CAUS magazine "be-CAUS", which accounts for 22% of our expenditure. The maintaining of our PD library accounts for 12%, administration for 10% and phone, postal and electricity costs a further 4%. Consumables such as stationery accounted for 3% of expenditure, leaving 49% available for budgeted and miscellaneous expenditure.

Thank you
 (TW Sullivan)
 Treasurer
 9 April 1992

NEWS and VIEWS

Thinker

Thinker is a hypertext program published by Poor Person Software in the USA. As such, it allows you to "browse" through a file, jumping along links to related pieces of information. It is the ideal program for producing manuals on disk.

The most recent version (2.1.4) allows connections to CD-ROMs so you can build a Thinker document complete with labels and index and which displays the CD-ROM file as a hypertext file. The program is not expensive (about \$A90) and the support from the publisher is very good.

Presentation Master

This is a presentation program from Oxxi which allows you to design and display presentations.

It imports bitmaps and EPS images, data for charts and text. The program contains a fairly sophisticated paint system and a text editor and can output bw and colour Postscript for overheads, speaker's notes and 35mm slides. The "hot-spot" feature allows the presenter

Erratum

Our notice in the previous BECAUS about Members' discounts at Grace Bros stores should have referred only to the Civic branch of Grace Bros which is the only store offering discounts. So ... apologies to the other branches and thanks to the Civic store manager!

or user by clicking on the displayed "slide" to participate in an interactive slide show. Price is around \$290 so it might be worth a look.

Senior Officer Allowance

The ratification of this allowance for upper-middle level public servants seems to have spurred many computer sales offices in Canberra to develop computer packages priced at around \$3000. I have seen only MS-DOS packages so far (certainly nothing from Commodore for the Amiga) but some are good value (if you must use MS-DOS of course!).

A neighbour is looking at a 33 MHz 486 clone with 4 Meg RAM (capacity for 64 Meg), 120 Meg hard drive, 256 K cache, super VGA card and colour monitor, OS/2 and Windows for \$3000. That setup should keep even Windows moving at a reasonable speed! Funny thing though, he intends hanging on to his A1000.

Come on Commodore, how about some specials?

... when you're thru playing games

Use VIRUS-CHECKER on Megadisc to detect & kill all Viruses!

Megadisc was designed to help you really learn how to use your Amiga. Tutorials, articles, reviews, hints and tips, useful software, and much more are included to help both the beginner and the veteran to use the Amiga more productively. Not too serious and not too lightweight, Megadisc entertains you while you learn. Available as single issues, subscriptions of any three or six issues (for only \$45 or \$79), or as a Trial Pack (including MegaDos, our Amiga Manual-on-Disk and Megadisc 25, and our Catalogue-on-Disk). If you get a Trial Pack, you can subscribe later for the new lower rate mentioned below. Megadisc subscribers get lower prices on all our products, including the largest collection of quality public domain disks (almost-free software), now \$2.50 each to current subscribers.

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\$79 for a 6-issue subscription (4 free PD incl.) - re-subscribe for \$69



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- Don't miss this terrific, and cheap, resource! Disks cost \$3.50 each ~ \$2.50 for Subscribers. All our Disks are fully described on our FREE Catalogue-Disk. Buy 10 PD disks, get one free ~ ie 11 PD disks for \$25 or \$35! New Games 10-Disk-Pack & New PD 10-Pack for \$35 each. Our PD collection of 3200 disks contains databases, word-processors, spreadsheets, demos, graphics, tutorials, animations, utilities and more! All disks are virus-free, and many are unavailable anywhere else.
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• ANY 3 issues of Megadisc for \$45 (please specify) _____ (\$45 for

re-subscribers) • Megadisc 1 ~ 25 and Catalogue for \$220 • The 4 free PD disks I want (2

in the case of a 3-issue sub) are: _____ OR please send

your Catalogue-on-Disk now and I will choose the remaining disks later: • 10-Disk Game

Pack for \$35 • PD Clip-Art 10-Pack for \$35 • Megados AmigaDos Manual-on-Disk for

\$19.95 • For current subscribers \$13.95 • Other Orders: Please attach.

Signature _____ Occupation _____

Name _____

Address _____

Telephone _____ Date _____

Students & Pensioners: Send proof of your status (photocopied bus pass, etc.) with any order, and get 10% off the cost!

AMOS PD Listing - cont.

For more details on these disks please call the leader of the AMOS SIG listed elsewhere in this magazine.

(APD105: PICTURE IT by M. Wellman - 2 disk game. Put the pictures back together within a time limit. Very hypnotic effects as the pieces float around the screen. Needs APD106. 1mb.

APD106: PICTURE IT - Disk 2.

APD107: AMOS PROGRAMS 6 by Dominic Ramsey - Lots of source code from the programmer of Reversi

APD108: MUSIC PLAYER Excellent music player with some good songs.

APD109: WEIRD SCIENCE DEMO II: BIRDS OF PREY by David Law - another collection of beautiful pictures from David's digitising service. 1mb.

APD110: CROSS FIRE Nice game. 1mb.

APD111: BLADERUNNERS MUSIC DISK #1: Needs 1mg!

APD112: PANTHORUS MEGA DEMO 1 - 2 disk demo to celebrate Panthorus' first birthday. Needs APD113. 1mb.

APD113: PANTHORUS MEGA DEMO 1 - Disk 2 for APD112.

APD114: PREDATOR DEMO: Music & digitised pictures from Predator 1mb!

APD115: BALLOONACY by Delboy Dodson - A variation on the classic 'Bomber' game with good graphics & amusing touches. 1mb.

APD116: JPM SOUND MUSIC UTILITIES: Music by JPM Sound also Med 2.13

APD117: AMOS MUSIC UPGRADES: - Med connvertor!

APD118: FUN SCHOOL 3 SPRITES - Put into the public domain by Mandarin software. A collection of the sprites used in the Fun School 3 program. 1mb.

APD119: ELECTROCAD DEMO V1.2: Same as our disk 720!

APD120: AMOS MUSIC PLAYER by Steve Bennett - Dennis the Menace features on this music player. Some good music here. 1mb.

APD121: NIK WILLIAMS BROADCAST COMPUTER PICTURES LIBRARY - Contains some stunning pictures as example of their work!

APD122: AMOS JUKEBOX # Contains 9 songs!

APD123: DEADLINE: by Aaron Fothergill - Game created with AMOS TOME ,1mb!

APD124: BOB MANIACS by Syntex - Excellent demo of bob routines 1mb.

APD125: BENSON DEMO II by Leslie Benzie - 1mb.

APD126: DREAMERS DISK MAG by Paul Harthen - New disk mag put together with AMOS, also contains an AMOS section.

APD127: CYBORNETICS MEGADEMO DISK II: 7 demos and an animation 1mb!

APD128: MACCLESFIELD COMPUTER CLUB DEMO - Contains digitised pics etc.

APD129: MUSIC DISK 1 by Syntex - Another very good demo from Syntex 1mb.

APD130: THE WOODEN BALL by Patrick Holstron - Shareware game. 1mb.

APD131: ARMAGEDDON DEMO by Syntex - Superb graphics on this one. 1mb.

APD132: FAMILY HISTORY DATABASE: (1/2MB) If you're into Geneology then this should be of interest.

APD133: MANDELBROT GENERATOR 1/2 & 1mb catered for on this disk.

APD134: SPECTRAPAINT V2.0: A nice paint package. 1mb!

APD135: SIMON SAYS & SPACE MATHS by Graham Woodcock. SPACE MATHS has 5 difficulty levels depending on the age of the player. 1st level for children under five and the fifth level for over 16s. 1mb.

APD136: MATHS CALCULATOR V1.1: by Simon Jewell, covers Addition, Subtraction, Multiplication, Division, Fractions & Percentages. Speech is used on this program! Also on the disk is VENDREDI, an electronic diary & calendar. 1mb!

APD137: TILE TRIAL by Dominic Ramsey - Another quality game from the programmer of REVERSI. This program is shareware. The trial is a sliding puzzle game. Each puzzle must be completed within a time limit. 1mg.

APD138: SPANISH TUTOR: by K Grigg - Very good if want to learn Spanish!

APD139: MASTER RACE: by K Grigg - A quiz game set in outer space!

APD140: AMOS PROGRAMS #7:

Contains 4 Amos programs, Dot Matrix, (join the dots?) Fast food, Line Amos & Spinvaders. Need Amos to run!

APD141: AMOS GAMES #1: 4 runnable games on one disk, The Hacker Simulator, Computer Fax, Atishoo & Match Cards! 1mb.

APD142: PAIR CRAZY: Match the cards to make a pair!

APD143: CYBERNETICS DEMO 1: 3 choices here, Arnie Shwartz demo, The line game & a scrollly demo. 1mb!

APD144: ZENN SOUND BOX - Music player, 8 tunes very good 1mb!

APD145: D-REZ 4.7: 2 player version of Line game! 1mb.

APD146: FRUIT MACHINE & FRUIT CRUSH: 2 games with fruity theme!

APD147: AMOS GAMES #2: Contains Mahjong, GrubgrabberII, & Skyblitz!

APD148: DEMOLITION MISSION: Good version of the popular Bomber game. 1mb!

APD149: GOBBIT & PONTOON: 2 good games here, Pontoon needs 1mb!

APD150: AMOS PROGRAMS #8: Contains 25 assorted programs.

APD151: UNDERSTANDING AMOS & BOBALIZER: A music player program.

APD152: AMOS PROGRAMS 9:

APD153: MISSILE COMMAND: A good version of the favourite Missile command,

APD154: AMOS PROGRAMS 10:

APD155: PANTHORUS DEMO II: A music disk with some rock type tunes!

APD156: RIPPERS DISK:

APD157: MUSIC 25:

APD158: MUSIC 26:

APD159: SLIDESHOW: Needs Amos!

APD160: AMOS QUIZMASTER: A quiz game, this is shareware. 1mb.

APD161: PROGRAM SEARCHER:

APD162: SAMPLES 10:

APD163: SAMPLE EDITOR V1.2:

Manipulate samples for your own use!

APD164: NIALL2 , ARC ANGEL DEMO4: 1mb.

APD165: SAMPLES 11:

APD166: PICK UP A PUZZLE DATA DISK 2: Data for Pick up a puzzle game!

APD167: JIGMANIA DATA DISC 1: For

use with Jigmania!

APD168: CUROS & STAVROS DEMO1: 1mb.

APD169: CUROS & STAVROS DEMO1: Disk 2 of above.

APD170: MUSIC 27:

APD171: MUSIC 28:

APD172: MUSIC 29:

APD173: MUSIC 30:

APD174: MUSIC 31:

APD175: FRANTIX & MUTANT PIGS: 2 A puzzle & a platform game! 1mg.

APD176: DATABASE MASTER V2.0: Database program done in Amos, needs 1mg!

APD177: AMOS PROGRAMS: Amos copy, Interlace convertor, IFF to Amosbank, Music player & play music!

APD178: MASTERMIND/ PAIR UP: Nice little game & a quiz.

APD179: TUNED IN: Music disk with graphics which are adjustable!

APD180: DUNGEON DELVER: Roam around the mazes, & collect keys to open doors, a 2 disk game!

APD181: DISK 2 OF ABOVE:

APD182: PIXIE KINGDOM: Another good exploration game on 2 disks!

APD183: DISK 2 OF ABOVE:

APD184: TOWERS OF HANOI/ CAL MATHS & CALENDAR: A nice little game and 2 useful utilities!

APD185: GAZ & MATTS MEGA DEMO 1: 1mb. (On 2 disks)

APD186: DISK 2 OF ABOVE:

APD187: MUSIC 32:

APD188: MUSIC 33:

APD189: MAKE 4/ GOLFSCORE:

APD190: BLACKBELT: Chop the blocks in this oriental arts game!

APD191: AMOS PROGRAMS 11:

APD192: AMOS PROGRAMS 12:

APD193: FIZZY POP DEMO: Needs 1mb. (3 disks)

APD194: DISK 2 OF ABOVE:

APD195: DISK 3 OF ABOVE:

APD196: MUSIC 34:

APD197: AMOS PROGRAMS 13:

Help Service

The following is a list of members who have volunteered to share their knowledge and experience with other members. If you have a problem or just need a bit of advice in any of the areas listed, please ring during the hours shown.

Paul Martin	10-10 M-Su	2532121	what's happening
Simon Tow	6-7 pm M-F	2888362	hard disks, Digiview
Gary Duncan	6-8 pm M-F	2319801	general C programming
Frank Keighley	6-7 pm M-F	2396658	laser printing, desktop publishing
Peter McNeil	6-8 pm M-F	2545545	bulletin board
James Dempsey	7-9 pm M-Su	2922145	Modula 2
Robert Vander Meer	6-8 pm M-F	2417113	desktop video
Wayne Rochester	6-10 pm M-F	2479093	assembler, general programming
Colin Vance	6-8 pm M-Su	2511087	beginners AmigaDOS
Andrew Boundy	8-10pmM-Th	2916971	Superbase Wordperfect

COMPLITERACY

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HELP !

The Editor needs help in producing the magazine. Mark, David, Colin, Doug and Andy have been collating, stapling, folding and enveloping for quite a few editions now and deserve everyone's thanks and some relief. If you are interested in helping out one weekend afternoon every two months, please ring me. I'll make a list and, if there are enough volunteers, we might be able to work a roster. Thanks

David Wilson 2918324

Classifieds

For Sale

Star NX1000 Colour printer, spare ribbons, paper etc., exc. cond.\$300

Proton memory board, 2 Meg, attaches to bus, ideal for A1000, software autoconfig, \$420

Ring David on 2918324



C W C

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AGM

The Annual General Meeting of the Canberra Amiga Users' Society will be held on 9 April 1992 in the auditorium of the Canberra Workers' Club, Childers St, Civic commencing at 8pm.

The election for the incoming Committee will be held. All positions fall vacant -

Director	Vice-Director
Secretary	Treasurer
Membership Secretary	Committee members (5 or 6)
Newsletter Editor	

Nature of business

1. Minutes of the last AGM
2. Receive from the committee a report of the last ordinary meeting
3. Receive nominations from financial members; nominations close at 8 pm.
4. The Financial Statement will be read.

Proxy voting form are available from the Secretary and are to be returned to the Secretary by 8:30 pm on 8 April.

Editorial

Firstly, my thanks to Mark Trenery for acting as magazine Editor during my absence in Washington. Mark, David Virgo and the other members who helped produced two great editions. Ah, you say, was Wilson away?

Mark, however, did make the mistake of congratulating members on a good supply of articles and graphics for the magazine. The supply has dried up! We are again relying on a small number of contributors to fill the pages. If you don't want weight watchers' editions or articles on Indian restaurants, then put pen to paper or (better still) fingers to keyboard and tell us about your experiences with your Amiga - software user's reports, bug findings, problems encountered, disasters overcome. You must be using your Amigas for something!

The Society's AGM will be held on Thursday night and provides you with an opportunity to influence and contribute to the running of the Society. Out of the membership of almost 300, a few are doing and many are reaping the benefits. We need help on the Committee, with SIGs, with the beginners and in putting on presentations at ordinary meetings. Be there and contribute!

The Workers' Club, in providing our meeting facilities at a very good price, is a great benefactor of the Society as well as being an excellent club in its own right. Why not join the Workers' Club and make use of the facilities before the meeting (the meals are excellent value) and after (discuss the latest Fred Fish disks over a cool drink). I'm told the out-of-town facilities are alone worth the annual subscription. Details are available from the front desk.